

734.560.1228

me@marcusmullins.com

www.marcusmullins.com

marcusmullins

Work Experience

/// **Mindfield** | Freelance Designer and Animator

Detroit, MI

Responsibilities included designing and animating promotional spots and post-production work.

/// **Vectorform** | Freelance Designer and Animator

Royal Oak, MI

Responsibilities included rendering car models from Autodesk Maya as well as design and animation of various projects.

/// **Blur** | Design and Animation Intern | Summer 2009

Venice, CA

Responsibilities included designing storyboards and style boards for pitches and awarded projects as well as animating awarded projects.

/// **Stardust NYC** | Design and Animation Intern | Summer 2008

New York, New York

Responsibilities included designing storyboards and style boards for pitches and awarded projects as well as animating awarded projects.

/// **CCS Graphic Design Practicum** | Fall 2008 & Winter 2009

Practicum is an advanced level class in which client based projects are produced. Projects include research and design for Bayer MaterialScience and research and design of a multi touch media display for the Graphic Design department at CCS.

Personal

Workshops and Conferences

Workshop with John Pobjewski of Thirst

Workshop with Eric Cruz of Weiden + Kennedy Tokyo

AGI Student Conference | September 2008

PAUSE: Ideas In Motion | November 2008

Achievements

Featured in v17n5 of IdN Magazine

AIGA: Celebrate Michigan Design Title Sequence

AIGA Design Re:View Award

Work Exhibited in CCS 2008 Student Show

Skillsets

Proficient in | Adobe Illustrator, Photoshop, InDesign,

Dreamweaver & After Effects,

Experience in | Autodesk Maya, Cinema 4d, Adobe

Premiere, Flash & Final Cut Pro.

Education

College for Creative Studies, Detroit, MI.

Graduated December 2009

Major: Graphic Design

Minor: Animation and Digital Media